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Wrocław (open to relocate) · Remote / Hybrid

Summary

Product designer with 14 years in visual design and 10 in UX, across fintech and SaaS. I own features end to end, from research and analytics through UX, UI and microcopy to shipping production-ready frontend with AI-assisted workflows. Currently designing AI-powered media monitoring at Brand24.

Experience

- BRAND24, Product Designer

/ Jun 2022 – Present

- Own product design end to end, from research and analytics to UX/UI, microcopy and frontend.
 - Lead redesigns of core product areas and design AI-powered features.
 - Built an AI-assisted design-to-code workflow that ships design directly to production.
- Santander Bank, UX Designer

/ May 2018 – May 2022

- Designed complex web and mobile banking experiences for one of Poland's largest banks, including payments and credits.
 - Planned and ran user research (usability tests, interviews) to validate solutions before development.
 - Worked within strict regulatory, security and accessibility constraints alongside product, IT and compliance teams.
- DO OK, UX/UI Designer

/ Mar 2016 – Mar 2018

- Turned client briefs into clickable prototypes and UI concepts for web and mobile products.

Teaching & freelance

- University of Wrocław, Lecturer

/ Feb 2017 – Jun 2019

- Taught web design lectures and hands-on workshops for full-time and extramural students.
- Freelance, Designer

/ Jan 2013 – Jan 2019

- Worked directly with clients on visual identity, websites, multimedia and illustration.

Earlier experience (2012–2016)

- Dynamikakcja**, Art Director: led creative concepts from idea to production.
- PND Futura**, Graphic Designer: packaging, branding, web and motion design for brands such as Tarczyński, Wedel, Carlsberg.
- Artgeist**, Graphic Designer: wallpaper and canvas print designs combining digital painting, illustration, photo manipulation and photography.

Education

- Academy of Fine Arts in Wrocław

/ 2010 – 2013

BFA, Graphic Arts and Media Art, specialization in Photography & Multimedia.

Specialization

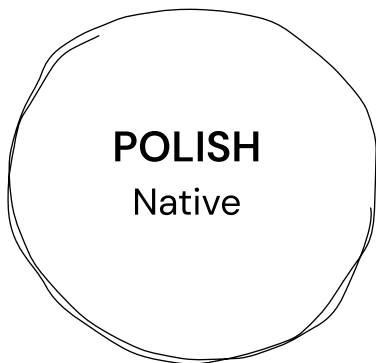
- UX/UI Design

Product Psychology
- UX Research

Vibe coding
- Accessibility

Product Strategy

Languages



Courses

- Product Psychology Masterclass

Growth Design, April 2024

Applying behavioral psychology to find ethical growth opportunities in digital products.

Tools

Design: Figma, Framer, Miro, Photoshop, Illustrator

Research & analytics: Heap, Google Analytics, Hotjar, Microsoft Clarity

AI & code: Cursor, Claude, ChatGPT, Figma Weave

Interests

A

Artificial intelligence

C

Cycling

D

Design thinking

S

Skitouring

T

Turntablism

U

UX Writing